

IMPASSABLE

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ZINE SCENE

This particular issue we will review only a few and only those new ones. Quite a few new dippy zines have come out of the woodwork and we should review them all more than merely routinely.

SPECULUM. Dave Kadlecik, 1447 Sierra Creek Way, San Jose, CA 95132. Ditto. Subs are 10/\$2 or 10/\$2.30 airmail in North America. Game openings: Diplomacy at \$1.50 plus sub, YV at \$2.00 plus sub, and Third Age at \$1.50 plus sub. Will open other games upon demand. Issue #3 shows intelligence in handling the ditto machine as the copy is excellent for the medium. Typing is also excellent and the publisher has taken pains to fill up a whole 10-age issue when there's only a few people signed up (ie, no games are currently running). The contents are mostly zine reviews of other publications and letters from the likes of Birsan and Pulsipher. Looks very promising! (Now, how about plugging me, Dave?)

WE OLDE DOUBLE HANDLED PUSHBROOM. Ernie Melchior, 209 S Elmwood, Oak Park, IL 60302. Ditto. This is another ditto publication done well. Only the first page showed any fading on the margins, but chalk that up to inexperience (or the lousy copies going to us non-essential traders?). Issue #4 doesn't contain any games either, but then, I should give the sub and game opening info, shouldn't I? Sub is 5/\$1.00. Ah, read something! Has no game openings except for standbys. He is in the business, apparently, of picking up orphaned games. If so, I'd advise you to get

your orphaned game into YODHP! Nice to see such a public-minded effort. (Yeah, it won't be long before he starts new games, hah!). STORM WARNINGS. Mace Ltd., Eutaw Box 5174, Fayetteville, NC 28303. Price per copy is an airmail or first class stamp or 25¢. This is not a zine for games. It is intended only for airing letters on troublesome topics. A dippy Ralph Nader, the publisher is otherwise known as Richard Pavek. We wonder how the future issues will turn out as he continues his crusade against the evil forces of the hobby! Mimeo and fairly printed. Worth it if you'll write letters to him and read the ones sent in.

cont. page 6, col. 1)

NEWS OF THE HOBBY

Well, it has been a busy summer and so there is plenty of news!

**The Diplomacy Convention was a success as many of the leading players/publishers showed up for the annual orgy. Elsewhere, if I don't forget or run out of space or time, there will be a personal recollection of the trip to Chicago. The IDA General Meeting was well attended despite being on Friday night. It was announced then that the Calhamer Awards were grabbed by the English in a massive block voting. So, there are proposals to have separate Calhamer Awards for different countries in the hobby.

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Send a sub fee for your weird friends! Peace!	

AN EDITORIAL AND SOME THOUGHTS

We would first of all like to mention that we finally found the bit of information on the new Miller Number Custodian. True enough, we found this in Pellucidar, the private zine put out by the current custodian, Burt Labelle. It seems that either Dick Vedder or Robert Sacks may become the new Miller Number Custodian. It seems to be leaning to Dick Vedder, but then the news will be confirmed by Burt when he has made his decision as to who gets to take over the position.

Another bit of news is that Michael Lind, publisher of the short-lived Pen & Sword, and as a player in several games (including mine), has dropped out due to outside pressures. We hope that his announcement of giving back all monies and to turn over the orphaned games to capable gms will become true.

A little bit of a discussion has been generated between Andy Phillips and I about finishes in Diplomacy. I shall quote his remarks:

"I speak perfectly good English, so I just can't quite understand why what I say fails utterly to penetrate certain people. For Ed Kollmer to ask, in effect, at this late date ((late due to me, not to him)), "aside from trying to 'survive', why else should a small power keep fighting"--is hard enough to understand, but for you ((me)) to profess similar ignorance is inexcusable.

The answer, for the umpteenth time, is that the small power should try to survive, not "survive." That is, it should try not for the temporary survival which is elimination not played out, but the true survival which is an armistice.

Why that simple thought hasn't registered after all this time I just cannot understand, but your suggestion that "center count is the most accurate indication of player's ability since (!!) each players' philosophy varies" quite clearly shows that it hasn't. If (a) one player is trying to maximize his center count before another player wins, and (b) a second player is trying to form an alliance to stop that third player...your proposal is that it is "accurate" to measure both players by the standards of the first "since each's philosophy varies." The fatuity of the suggestion is self-evident. Isn't it???"

We do have something to say about that, Andy. First of all, your paraphrasing quoting was pretty bad! I will reprint my comments which appeared in last issue on pg. 10:

"We have always felt that center count would be the most accurate indication of

player's ability since each player's philosophy to winning or surviving would vary. Best would be the suggested separation of the game results into two separate ratings: one for wins and one for survivals."

Now, we take to issue your conclusion that it would be wrong to rate by one standard rather than another's. The fact of life is what makes me choose center count in face of the mass variety of rating systems and the widespread confusion and indecision of what goals are most important in Diplomacy. The fact of life is that the world is governed by the universal rule of the survival of the fittest. You are judged not by your aims, but by your accomplishments. Have you survived? Have you won? How close did you come to surviving? How close did you come to winning? The only valid options, in my opinion, are, those I indirectly hinted at in the above comment: Either you win or you draw. For those two options I suggest that we keep separate ratings as it is most difficult to mesh the two results together in any rational comparison. How are we to rate a 2-way draw versus a win? Sure, a win is better, but how much better?

The problems of comparing 2-way draws with second place finish and with other draws and other finishes are far too complicating to be even attempted. So, I consider the maxim that we are judged by force, or the survival of the fittest rule. I am not saying that we should or should not rate survivors with a game won by one with 18 centers (on the theory that the winner would soon wipe the others out), what I am saying is that with the near impossibility of deciding how to rate, the best method left to us is strict center count. Thus, a 2-way draw at 15 centers each would be rated better than a second place finish at 14.

The system of projecting the possible game result developed for the DipCon tourney by Allan Calhamer, projects the probable finish of a country when the game has been ended by time or without a winner or any draw agreed upon. This is a purely military judgement, mathematically of course, of the game and this takes center counts into direct accounting.

As for a discussion of the many different philosophies in playing Diplomacy, I suggest you read, "Objectives Other Than Winning in Diplomacy," by Allan Calhamer appearing in Diplomacy Handbook 1974.

If one player wants to take second and "survive" either in a game sense or real sense, we must remember that the biggest

(cont. on pg. 7)

1973Bd1, Spring 1021 (Scotice Scripti III)

THAT SURE WAS SOME WEIRD FIGHTING! QUITE A SEASON WITH SOME VERRRY INTERRESTING MOVES!

ENGLAND(Swies): A Pow-Gwy

KYMRU(Gemignani): A Str-Che, A Shr S Eng A Pow-Gwy, A Ber H, A Bue-Her

LEINSTER(Fujihara): A Yor-Der/a/, F CaB-SIS, F DrB-NIS, A Oma H, A Tyr, S A Oma H, A Tar H

MUNSTER(Dick): A Bre-Ern, A Tua-Sli, A Lei-Tua, A Cas H, F Gal S A Lei-Tua, F TrB-Mid, F NSG S Lei F CaB-SIS

ORKNEY(Keller): A Don-Bre, F S1B S A Don-Bre, F IAt S Sco F Mid H, A Spe S A Sut-Dal, F Arm-Dow, F Mon-CaB, A Sut-Dal via Scot F Isl

SCOTLAND(Tonnesen): F Mid H, F Isl C Ork A Sut-Dal, A Flu-Uri, F SIS S F Dub-Wic/r/, F Dub-Wic, A Mer-Car, A Her-Pow, A Der-Yor, A New S A Der-Yor, F Che-Cum, A Ber-Cum

SUMMER & FALL 1021 due Thursday, September 19, 1974 at noon, E.D.S.T.

Press:

Kymru: Since Scotland be thinking we are of the generous sort, he no mind a wee visit from us. I be in a mind to pick a few things myself.

Stonehenge: The great stone spake today of strange doings in the land. He spake of foul deeds, double-crossings, stabbing of blood brothers and of evil magic hanging in the very scent of the air. "Aye, my laddies," he said, "war is a funny thing."

1970BJ, Summer & Fall 1912

FIGHTING FLARES FIERCE FOR FALL FALLOUTING!

Note: Last season, Rus A Swe went unordered.

Summer 1912: Italy R A Pic-Bre

Fall 1912:

AUSTRIA(Beyerlein): A Tyr-Ven/r/, A Vie-Tri, A Bud S A Vie-Tri, A Rum-Bul, A Gre S A Rum-Bul, A Ser S A Gre, A Mos H, A Sev S A Mos, A War-Sil

ENGLAND(Keller): F Lon S Ger F Den-Nth/nso/r/, F Bel S Ger A Pic/nso/

GERMANY(Mahler): F Nth-Eng, A Pic-Bur/a/, A Kie-Mun, F Den-Hel

ITALY(Phillips): F Gas-Mid, F Cly-NAT, F Wal S F Eng-Lon, F Eng-Lon, A Par S A Bre-Pic, A Bre-Pic, A Bur-Bel, A Pie-Tyr, A Ven S A Pie-Tyr, F Tri H/r/, F Bul(sc) S F Aeg-Gre/a/, F Aeg-Gre

RUSSIA(Kelly): A Smy S A Con, A Con S Aus A Rum-Bul, A Liv H, A StP-Nwy, A Swe S A StP-Nwy, F Nwg-Cly, F Edi S F Nwg-Cly

VOTES, AUTUMN & WINTER orders due Thursday, September 19, 1974 at noon, E.D.S.T.

Fall 1912 S.C.C.:

Austria: Vie, Bud, Tri, Ser, Bul, Rum, Ber, War, Sev, Gre, Mos (11) B2

England: ~~1/4~~, Bel (1) R1

Germany: Kie, Hol, Den, Mun (4) B1, lost 1

Italy: Hom, Tun, Mar, Spa, Por, Bre, ~~7/7~~, Par, Lvp, ~~A/1~~, Lon (11) SP, lost 1

Russia: StP, Swe, Nwy, Ank, Con, Smy, Edi (7) SP

Votes called for: Two different players have called for two votes. One has called for an "armistice" and the other has asked for a 5-way draw. As I understand it, the call for an "armistice" is different, that is, the game is ended without calling it a 5-way draw and would be rated differently--being based upon, I think, the number of centers rather than attempting to treat all survivors as equal parties to a draw. I may or may not be wrong with this interpretation, but I am requesting that we vote on both proposals. I do not think that both will be passed and so that problem would not be considered. It is more likely for one or both to be defeated. However, you may vote "yes" for both proposals if you so desire. If I am wrong about the armistice and it is no different than the 5-way draw, then the vote for the 5-way draw will be the official one. If, however, my interpretation is wrong and it is not the same as a 5-way draw, then the vote will be unofficial and not count. Another count will be taken with an explanation from the player who proposed it, for next season.

Press:

The Hun: Ding, dong, the Richter's dead, which old Richter, the idiot Richter, Ding dong the idiot Richter's dead.

1972AZ, Fall 1912

ENGLAND BLITZES TO VICTORY

AUSTRIA(Osmanson): F Gre S Ita F Aeg-Ion/nso/, A Ser-Alb, F Alb-Adr, A Smy H, A Rum S A Ukr, A Ukr S A Sev, A Sev S A Ukr, A Tri S A Tyr-Ven, A Bud S A Tri, A Tyr-Ven

cont.

ENGLAND(Wiskow): F Mid-Spa(nc), F Por S F Mid-Spa(nc), F Gas S F Mid-Spa(nc), F Eng Mid, A Mos H, A Liv S A Mos H, A Par H, A Bur H, A Ruh H, A Kie H, A Mun H, A Sil H, A War H

FRANCE(Mahler): A Pie S A Ven, F Apu S F Ion, F Adr S F Ion, A Ven H, F Ion H, F Wes H, A Mar H

ITALY(Hollingsworth): NMR. F Aeg/u/

COMMENTS & CHART DUE Thursday, September 19, 1974 at noon, E.D.S.T.

Fall 1912 S.C.C.:

Austria: Hom, Ser, Rum, Bul, Smy, Ank, Sev, Gre (10) SP

England: Hom, Bel, Hol, Mun, Kie, Ber, Den, Nwy, Swe, StP, Mos, War, Par, Bre, Por, Spa (18) B3, won game, will be 2 short

France: Mar, ~~Spa~~, ~~Por~~, Ven, Rom, Nap, Tun (5) R2

Italy: Con (1) SP

Press:

John Boyer: Thank-you very much for making this game the most enjoyable, and the smoothest game of Diplomacy I have ever played.

Doug Hollingsworth: I was somewhat disappointed with your occasionally foolish play and your rather selfish attitude toward the end of the game. But, after all it is only a game and I thank you for adding to my enjoyment of it. By the way, I never figured out who Stephen of LWOW (wherever that is!) or Gen. Hatton were either.

William Osmanson (Are you Stephen of LWOW?)-- We have hardly gotten acquainted and now the game is over. I could not have won without your assistance. Thank-you.

Howard Mahler: Thank-you again for your very large contribution to my success and enjoyment in 1972AZ. You were the best ally I've ever had in any diplomacy game I've been in. And from my viewpoint if everyone in the world had enemies of the type and caliber you have been of mine, we might continue to disagreements and conflicts in this world, but we would never have any hard feelings or bitterness!

And to those other men who have been in and out of 1972AZ--Thank-you!

Impassable: Mr. Wiskow, congratulations and I should decline your praise for excellent gamesmastering--I should say that this game was lucky in that respect! Also, I may be wrong, but I'm pretty sure that Stephen, etc. was written by France. Ask him.

France, the conclusion of the series: So all seemed to be set, I would share a 3-way draw

with Austria and England. (Italy with one center and unneeded for the stalemate line agreed himself that he hardly deserved part of the draw and Austria agreed. If Austria had insisted I would've settled for a 4-way draw.) The expected finish was England with 16 centers, Austria with 9, France with 8, and Italy with 1 (assuming England took Brest and Paris before agreeing to the draw when faced with the unbreakable stalemate line).

Now you must realize Osmo (Austria) was being asked to take no risk whatsoever. All he'd have to do was to defend himself exactly as he had been, watch me withdraw to set up my part of the stalemate line, and then garner his third of a win. Now, of course I considered the possibility that Osmo would doublecross me, but then what would he gain? He realized that he almost certainly would finish with the 2nd largest number of supply centers and with one-third of a win. If he attacked me he'd gain Trieste and no more. He couldn't attack England or hope to win or even hope to get a two-way draw out of England, since the latter was too far ahead and I told Osmo that if it came to that I'd be sure to hold the line so that Osmo didn't get passed Trieste (in fact England doesn't seem to have even offered Osmo a 2-way draw). I carefully explained to Osmo all of this in great detail, especially the tactics of the various stalemate lines.

So what was behind Osmo's stab of me? He has got it backwards when he said he did it in order to keep his agreement with his English "ally". Obviously he only allied with England after he agreed with me to go for the draw. England has said he went to Osmo for help only after I wrote him about the draw. Osmo's agreement with England and his stab of me are part of one and the same action. Next Osmo has said that he nobly refused to abandon his Italian ally. What is he talking about? When was he asked to abandon Italy? What has Italy gained from Osmo's present course of action? For what matter what has Osmo gained for himself? Trieste is all, and for that he gave up one-third of a win.

So unless Osmo's action was irrational (or just sheer stupidity) he must have had a reason. As an aside, it is obvious that Osmo, who is in far more games than I am, has a different attitude than I do towards this game, which along with one other was my first and only game for a year and a half. The only reason for Osmo's action would be an intense personal hatred for me. Perhaps it was caused by my decision not to suicide against England in 1904 for the greater glory

of Osmo.

I would appreciate the comments of the players in the game. Also I would caution people who find Osmanson in one of their games to treat him with great care. Above all do not trust him not to stab you when he has nothing to gain and everything to lose!

Impassable: I have been thinking all along about Mahler's comments on this game. I have printed it all with minor changes in the belief that it might be of some value to novices now subscribing. To you, I offer this one, and perhaps the only, significant result of the "feud" between France and Austria: Austrian refusal to ally with France caused France to lose out in our "Championship" game contest. If the draw had been agreed upon with France having 8 centers, he would have been a high France. On the other hand, Austrian refusal has not cut Austria out of his final finish as the top Austrian and so he will be in our Championship game, possibly depending on 1972BG. Again, England, despite his fine win, is only second to St. Johns who won as England, but in shorter time period. In the final analysis, it was only a game fellas! Again, my congratulations to all survivors!

1972BG, Autumn & Winter 1911

Note: At end of Fall 1910, Russian only had 6 centers. Kiel was Austrian owned. The 1911 Fall chart is correct.

New Players: Both Steven Ball and Richard Swies are now playing in this game. Welcome!

Autumn 1911: Eng D F Nwy

Winter 1911:

AUSTRIA(Ball): SP

ENGLAND(Swies): R A Swe, lost 1 in A'11

ITALY(Hrbek): B A Ven

RUSSIA(Fish): B A Mos, A Sev

SPRING 1912 due Thursday, September 19, 1974 at noon, E.D.S.T.

Winter 1911 Positions:

Austria: A Ruh, A Kie, A Ber, A Mun, A Boh, A Sil, A Gal, A Ukr, A Ser, A Bul, F Ank (11);

England: F Nth, F Eng, A Den, F Nwg (4);

Italy: F Ivp, F Nat, F Mid, F Wes, A Bre, A Pic, A Par, A Rom, A Nap, F Tyn, F Con, A Ven (12); Russia: A Nwy, A Fin, F Bel, A Hol, A War, A Mos, A Sev (7)

Defeat should never be a source of discouragement, but rather a fresh stimulus.

--South

1972BW, Autumn & Winter 1911

Error, Fall '11: Italy's A Kiel was dislodged by German A Ber, thus, he can't retreat to Ber and is annihilated. Italy builds 1 since he would be 1 short. Only Russia can retreat to Ber. Also, Russian A Gal-Vie succeeded.

Autumn 1911: Russia R F Nth-Yor and D A Mun. Winter 1911:

FRANCE(DePrisco): SP

GERMANY(Davies): B A Ber

ITALY(Lindauer): B A Ven, lost 2

RUSSIA(Knudsen): B F StP(NC), disbanded 1

TURKEY(ABBOTT): SP

SPRING 1912 due Thursday, September 19, 1974 at noon, E.D.S.T.

Winter 1911 Positions:

France: F Edi, F Nth, A Ivp, F Eng, F NAT, F Hel, A Hol, A Ruh, A Bur, A Tyr (10);

Germany: F Den, A Kie, A Ber (3); Italy:

A Mun, A Ven, A Tri, F Adr, F Ion, F Tun (6);

Russia: F StP(nc), F Nwg, F Yor, F Ska, F Bal, A Sil, A Boh, A Vie, A Bud (9); Turkey: A Gal, A Ser, A Alb, F Gre, F Aeg, F Eas (6)

1972DF, Conclusion

	1	2	3	4	5	6	7	8	9
Aus(Conner):	2	2	3	4	4	4	3	3	3
Eng(Lindauer):	4	5	6	7	8	10	10	10	10
Fra(Hilliker):	5	5	4	3	2	0	-	-	-
Ger(Schill):	6	7	9	9	9	-	-	-	-
(McKeon Sp'06):						9	9	9	9
Ita(Strickland):	5	4	-	-	-	-	-	-	-
Fujihara Sp'03):					4	2	0	-	-
Rus(Grove):	5	3	0	-	-	-	-	-	-
Tur(Blank):	5	8	8	9	11	11	12	12	12

I didn't know it, but my houserules did allow me to declare this game a draw per #46 when supply center count has not changed for 3 consecutive game years. Well, at least the draw was voluntary. My congrats to all survivors and to Austria for holding out so long in such a precarious position!

Press:

Constantinople: I wish to first of all thank the players for a good game and John for being an excellent GM. This being my first Dippy game in any form I am pleased with the finish and feel I have learned much about the game and made several friends. Thanks again everyone.

Impassable: This game started in #12 and now ends in #39. That makes for 27 issues--not a slow game what with my delays!

ZINE SCENE, CONT.

THE POCKET ARMENIAN. Scott Rosenberg, 182-31 Rednor Rd., Jamaica, NY 11432. Mimeo. Sub rate is 10/\$2.00. Openings in YV at GF of \$5.00. Also regular Diplomacy at GF of \$5.00. Only in its third issue, it appears to be another good one from New York Metro. I owe Scott my apologies for printing that I thought he was connected to the POUCH and Car Dum--as it was, he's in this nasty business for himself! So far, most of the discussion outside of the games has been about wargames--as most New Yorkers, he talks about SPI games! Try it, you will like it! (Okay, Scott, does that make you feel better? Sorry about that machine bit)

BRAINWAVE. Don Efron, 1823 Dacotah Dr., Windsor, Ont., N8Y 1S4, CANADA. Ditto. Sub is ?, GF is \$3.00 Plus sub at \$3.00/year (The sub rate I just noticed). Deadlines will be 4 weeks apart which makes for about 12 issues per year. Openings in regular Dippy and YV variant. Also, openings in Starlord (not a dippy variant, but with dippy multi-player reactions). Printing is average for ditto and is legible. Just what we need, another Canadian gamezine, sigh, but then I really have nothing against Canadians (nor against the English, French, Aussies, etc.). It's just we Americans will lose our identities! Well worth trying (Also has openings in Bar Lev and Sniper and Tank--but write about it.).

DOMINATION. John Coleman, 277 Curry, Apt. 10, Windsor, Ont., N9B 2B4, CANADA. Sub is ?? (Can't find it, John--don't blame me!) A note was attached about where to find the game openings--it said on page two. I looked at where page two was supposed to be (the pages are not numbered) and no list of openings were given. So, I proceeded to read the whole issue and found it mentioned obliquely: 4 positions in regular dippy at GF of \$3.00 + sub. However, you must have won at least 1 game. Also, five spaces left in 2-week YV on a fast schedule. GF is \$4.00 (that fee I found elsewhere). Well, at least the printing is good and the English shows some intelligence, but I suggest that he start a column on his front page that would always give all info on sub, game openings and fees. This issue had a lot on Conrad von Metzke's call for trades in order to have Boardman Numbers assigned to your games.

TURNABOUT. Peter Berggren, Davistown Schoolhouse Rd., Orford, NH 03777. Xerox. Sub is 10/\$1.50. GF is \$5.00 for regular dippy. Have not seen any issues yet so I can't say how it looks.

#end#

HOBBY NEWS, CONT.

**We hope to print the complete and corrected final standings of all the players in the DipCon Diplomacy Tournament. There was some mix-up in the figuring of standings and the correction was not noted until Sunday night after most everyone has gone home. Still later, I have received by mail the official rendition from Allan Calhamer. Despite the mix-up, Mike Rocamora came away as the champion and took home with him, the hog, 4 trophies!

**The IDA second Diplomacy Handbook was unveiled at the DipCon. It sold pretty well considering we were selling it in a room other than where the dippy tournament was going on.

**Stan Wrobel and John Smythe and company swept the Naval miniatures tourney. We again congratulate them for winning! I might consider changing my game the way I do so poorly in face-to-face dippy!

**The Editor of IDA stood firm in his decision not to continue running for the position as Editor. The IDA now has the big job of finding a new Editor starting this month. The IDA Elections will begin this month with the nominations. If anyone is interested in running for Editorship of IDA, let me know and I'll inform you of the details.

**I have not heard otherwise, but it appears be that Raymond Heuer (Car Dum publisher) will be the new Boardman Custodian. Also, the Miller Numbers will have a new custodian, but I have lost the information and can only say that my memory thinks it will be John Leeder. Whatever the case may be, Conrad von Metzke and Burt Labelle are now out of the numbers racket! We want to thank them for having done it so long without sufficient recompensation.

**We'd like to point out that there's an IDA service which can be of use to new publishers with game openings: The IDA Novice Packet Committee. One half of the operation is designed to procure players for openings by picking up players from those just entering the hobby. If you're not on the GRI list, then you can be helped by them! Write to:

Robert T. Correll
44 Rawlinson Ave.
Toronto, Ontario
CANADA M4P 2M9

He will send you forms to fill out and then he will match your specifications with those who write him for openings. It is an IDA financed public service.

#end#

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EDITORIAL AND THOUGHTS, CONT.

powers in any game are going to have the best chance to win or "survive" if diplomacy should fail or change. A draw established among unequal powers by diplomacy alone is a case to be rated separately from military victories. As for rating draws, all countries survived, but not equally since the game was ended on a diplomatic basis and not military basis. One big country probably opposed one other big country and the smaller countries took one side or another to create a draw.

There is too much trouble deciding how much weight to give to number of centers and to how many take part in the draw and the spread of the sizes of the survivors. So, the alternative timidly poses itself as a simple, direct count of the centers. The fact of life is that no diplomatic draw in real history has held up forever--military power has always been the final means in history of determining who's ahead. Thus, the current detente between U.S., Russia and China, established partly by diplomacy will not last forever (as such seems to be implied when you rate all exactly equal in a draw).

Another analogy may serve to make the point clear: If you, Andy, were a 150 lb. man who wanted to let live with another neighbor who's a 200 lb monster, your philosophy of peace will not be worth anything if he decides to come over and knock you out with a punch because he doesn't like the color of your hair. In Diplomacy, diplomatic draws are based on diplomacy and a equal opposing camps. To say that Italy with one center should be rated equal with Turkey with 10 when he can't get together with Austria and his 10 centers is blasphemous. His survival as a 1 center country was not due to his genius as a player, but to unusual circumstances which created two 10-unit powers who can't get together to wipe you out. Your weight as a balance of power grows smaller with the lessening of centers. Diplomacy is the name of the game, but it isn't the end of the game--merely the means of the game! Last, I am not alone in the strict center count, although I add that we should have 2 separate ratings for draws and for wins.

I'll print any comments in next issue.

* * *

The Chicago DipCon pointed out some needed revisions for tournaments of Diplomacy. In the third round on the third board, for example, I was playing Germany allied with England (Birsan) in a war against France. Russia (Key) was allied with us and he

was fighting Turkey and Austria. France and Italy were powers on the downhill. As I evaluated the game, we three had the edge on the other four since they were split 2-2.

Now comes the bad part. Five of us decided to go for lunch together. The 5 included Germany, Russia, Austria (Beyerlein), Turkey (Cockrell), and Italy (Massar). We all had a good time and ate an excellent lunch--but, we were later than we decided--we were 1 hour late infact. This meant that France and England had to wait on us not knowing if we planned on coming back! Of course we were, but England engineered an end to the game in our absence saying we forfeited by not showing up on time. Well, to make it short, this was disallowed and the game had to continue.

However, England was not too happy about having had to wait and so proposed ending the game with the projected results as determined by the Calhauer system in use for that tournament. I was against this because the projected finish would place England/Turkey/Austria as co-winners of the game with me as Germany very low. Russia would be out and so would Italy and France. This was looking at it militarily. I don't mind strict center count, but the game cannot be ended as such! So, I rejected the English proposal. It later turned out that would not have been allowed either! Well, my rejection paved the way for England going with France against me with Turkey and Austria allying against Russia and I.

So, the problem being posed here is what should be done about tournament games ruined by long lunch breaks? From my viewpoint I lost unfairly since even though Turkey and Austria ate with me and were just as guilty of delaying the game, they benefited from having an angered England hit me when we were allied and had a chance to beat them. Of course, Russia also lost out in this change of alliance structure. The problem posed is not how to prevent a few taking advantage of a common guilt (I thought Turkey and Austria the purest of mercenaries when they got England to jump on me when I and they were equally guilty!), but how to prevent anything like it influencing the game!

The answer appears to be to adopt strict time control and all practices developed for chess tournaments. This means that all games would have to be run by clock. I will push this hard for the next dippy convention. As a convention organizer I would have all games run on the same schedule to reduce need for clocks. One clock and one time official

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EDITORIAL/COMMENTS CONT.

would then take care of all games in a tourney. If a game starts late or the players want a longer break, they will have to wait until the proper time to begin. A time rate would be developed for the specific seasons. An example could be 20 minutes each for Spring and Fall, 5 minutes each for Summer, Autumn and Winter. So, any delayed game would not be delayed longer than a minimum time. All games thus would be run in synchronization.

The system of determining the winner of the tournament should be similar to the swiss-round system for chess. Points to be awarded would depend on how well other countries did in that tournament. I think that an average should be made of all tourney results and your finish compared with it. As for choosing subsequent round participants, it should be done on a round-to-round basis with the better results going together on one board and the other similar results going on their boards. I did not like projections. The idea of giving points depending how you did with France against other French players was a good idea, but I would prefer to do the comparison between all French results and not to one round's results.

However, the most significant point made is time control. I think there is a definite need for it. The three-round tourney kept all the players too busy to enjoy the other aspects of the convention. I noticed that evening fun games were way off last year's convention. Last year I was in four variants and this year only one on the first night. After the first night, no one was much in a mood to play after the day's tournament games. The DipCon is a get together and not a chance to win a tournament. So, strict time control would keep that part to about 1/2 of a day and allow the rest for fun! #end#

THE CHAMPIONSHIP GAMES

We have been asked to ask the players who will actually play in our championship games. Okay, we'd like to know as that time is nearly rapidly.

If we have space, we'll make a little form for you to answer, but we'll tell you now what we have decided about them games.

The best country finish (strict center count) will be applied to determine who's in our free champions game. Then, we'll run a game for the winners or the best place finish players. This will have the regular fee of

\$6.00.

The best country finish is easy to figure out. However, we reserve this for those players who were original players or who were standbys for most of the game. Also, if the replacement player lost centers or did not add centers, he will be disqualified.

So far, five of our 7 novice games have ended. For best country finish we now have the following candidates:

AUSTRIA: Leerkamp 9, Osmanson 10. The replacement player in BG is disqualified.

ENGLAND: St. Johns, Wiskow. St. Johns get the nod over Wiskow since he won quicker. However, we do not prefer to have one player play in both games so we'll offer the winners game spot to Wiskow. St. Johns can play in the best country finish game.

FRANCE: McKeon 7, Fujihara 6. In BW, France is now at 10 and is a likely candidate for our best country finish. The final decision is thus still undecided.

GERMANY: McKeon 9, Chin 7. Since McKeon didn't add any centers, we give the position to Chin. If he doesn't want it, we'll give it to McKeon provided he doesn't play elsewhere. Otherwise, the taker is going to be a pretty small Germany, possibly from BW.

ITALY: Morris won as Italy and Roll ended with 8. Morris has it by a big margin.

RUSSIA: Brennan 4. In BW, Russia is doing well with 9 and if finished would take the spot. As it turned out, Russia did poor in our novice games!

TURKEY: Elank 12, White 7. Both BG and BW have Turkeys which could grow bigger and so this issue has not been decided yet.

For our winners game, we have a different line-up:

72AZ: Wiskow 18, Osmanson 10

72CD: Morris 18, McKeon 7

72CK: St. Johns 18, Chin 8

72DD: Leerkamp 9, Roll 8

72DF: Elank 12, Lindauer 10

Depending on the desires of the leaders in playing in our best country finish game, we will fill the winners game with those who did the best. I think it was a mistake to make the country finish game free as then we'll have problems filling the winners game. It should be winners filled first with the country finish filled accordingly. Of course, how we fill it depends on the exact numbers willing to play in either game.

So, let me know if you're willing to play for free in the country finish game or pay to play in the winner's game. Hopefully, there will be a form attached to mail to us.

OTHER OPENINGS COMING UP

Besides the two championship games, we are planning on starting more novice games. The first novice games will be filled from our novice subscribers and then we'll turn to getting novices from the IDA Novice Packet Committee and other sources.

We are trying to get a demonstration game of the best known players, but when we tried to get it set up at Chicago, they all said they'd be too busy to play until next Spring. Sigh.

The only consolation we have is that our championship games will be, in effect, two demonstration games. I should mention that in the country finish game, you will play the country you did so well at! The winners game will be chosen at random and no preference chart will be used.

Game analysts will be looked for these two games, and if anyone is interested, please contact me about it! Otherwise, you'll have to suffer my comments on the game.

Game fees are going to be \$6.00 and will cover issues to Impassable while you are in the game. If you're willing to pay \$7.00, you can get Impassable to cover the entire game provided you don't drop out. The big difference here is that you can cover a financial loss due to a quick knockout and keep getting Impassable.

When will we have openings? The novice game will open probably by #41, but we are not yet accepting gamefees or intentions as we are not ready to do so. We are taking our time to set up for new games. The lessened number of games we now have will serve to help us catch up and return to a regular schedule of deadlines before taking on new games.

Those novices subscribing to Impassable will have the option of entering games and have remaining sub applied to their gamefee.

We don't plan on running 7 novice games, what with the two demonstration games and saving a spot for an Aces game next Spring, we will have to restrict the number of novice games. We would like to open games for those in Impassable for a second round of games.

It looks like 3 demonstration games, 3 novice games and maybe up to 4 regular games for previous Impassable players or the general public. Our overall objective will be to restrict one game per player in Impassable. There will be some exceptions, but only for our demonstration games.

More on this and other news next issue! Hang on, openings are coming here to Impassable.

THE ROGUES' GALLERY COUNTRY READOUT

by Len Lakofka

I have been asked by a number of players what the RG Country Readout shows and which data is the 'official country rating.' Most players assume that the 'total points minus eliminations' is the rating by which we would place the 7 great powers in a descending order from 'best' to 'worst' since it is the composite of all the columns of data. However, the actual case is that the ENTIRE readout is the official rating of each country.

I have designed the data headings in the country readout to show specific information about the historic outcome in all of the postal Diplomacy games which are rated by ROGUES' GALLERY in that particular readout. A player can take any particular heading he chooses and study it for the information it gives.

of wins and points for wins are, of course, proportional to within around 1%. Thus the 'win only' school of player might wish to see who has won what. The draw information is slightly different. It shows how many draws each country has participated in as a function of a) # of persons in the draw and b) # of centers held. Thus points are not proportional to # of participations and that is reflected in the 'average draw' column which gives some favor to countries which have finished with more centers in games with fewer drawing countries. The combination of wins and draws in the win-draw points column is also of interest to the player interested in final win and draw outcomes only. It gives a finer definition to a country's performance than CPCRL which does not take into account the # of centers held by the drawing country.

Survival and elimination figures give some idea of the country's performance in games which the country did not win or draw.

Average survival shows that some countries tend to survive with more centers (when they do survive) than others. That data can be valuable in assessing which country to play in that countries which survive with more strength have a tendency to be easier to play when it comes to creating a draw when a win is out of reach. Countries with very low survival averages and a great many eliminations (and/or few survivals) are usually harder to play when it comes to creating a draw out of a middle game situation.

The survival minus elimination column is just a comparison of the two pieces of data. This gives an idea of the value of the country in a non-win situation. The overall

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ROGUES' GALLERY, CONT.

summation is of interest to players who are interested in all possible results in a Diplomacy game. Yet consideration of what goes into that final figure is what gives the data clear meaning. Mere presentation of that final column would tell the reader very little.

Doug Beyerlein has said that no one could possibly keep ROGUES' GALLERY going if I ever gave it up. That is false, of course. If I ever do quit the system I will gladly furnish all my files to anyone who cares to keep the system going. That person would only need to rate new games as they finish--he would not have to start from scratch--that would be one hell of a task, that much I'll grant Doug!.

FINAL STANDINGS OF
DIRCON VII TOURNEY

1.	Mike Rocamora 19	23.	Kunstmanas 12
2.	Dave Johnson 18½	24.	Key 11½
3.	Tim Tilson 18		Boyer 11½
4.	Allan Calhamer 17½		Kehoe 11½
	Len Lakofka 17½		Massar 11½
6.	Beyerlein 17		McKeon 11½
	Cockrell 17	29.	Di Lullo 11
	Childers, Mike 17	30.	Gorham 10
	McCuistion 17		Heuer 10
	Pitsch 17		Gladstein 10
11.	Birsan 16	33.	Correll 9
	Parks 16	34.	Flentye 8½
13.	Boler 15½		Ulanov 8½
14.	White 15	36.	Tihor 8
	Swies 15		Childers,
16.	Gildroy 14½		Betsy 8
17.	Klein 14	38.	Klein 7
	Knowles 14	39.	Reinsel 6½
19.	Dick 13½		
	Blank 13½		
	Wyman 13½		
22.	Melchior 13		

There were many more who only played 2 or 1 round. I myself only played 2 rounds when I decided to get in as a replacement. If it weren't for the lousy first round result of the player I replaced plus the unusual circumstances of the third board, third round game I think I would have finished much higher. Maybe I'll enter next year if they have time control so it doesn't take up the whole convention!

Inevitably, people will take the figures from this tournament in order to establish trends and conclusions. The only figures

which I have are those provided by Allan Calhamer himself. He revised the final standings after the first revision done at Chicago Sunday night. His revision to their revision gave 1 more point to three Germanies that got wiped out in the third round--which included myself.

Allan does give the breakdown for the third round and the adjusted scores (based upon Calhamer's system of projecting probable finishes of unfinished games) he gives for the seven countries totaled was:

Austria	28	204 pts/ 6 games
England	24	equals 34 points
France	51	per game.
Germany	14½	
Italy	29	
Russia	27	
Turkey	30	

The dippy tournament awarded points based upon your relative finish for that round for your country. If you were the best France in the first round, you picked up 7 points. So, Mike Rocamora won by placing top twice as France and Russia and once placed 2nd as Austria for a 6. He ended up with 19 points.

I took these awarded points to see how the several divisions resulted in averaging for each country. I divided it up into the top 10, second 11, third 11 and the bottom 7. I took only the figures for those players playing all three rounds (or as substitutes).

	1-10	11-21	22-32	33-38
Austria	6.00	4.70	2.66	2.00
England	5.33	4.50	4.25	2.00
France	5.25	4.83	4.07	1.50
Germany	5.83	5.25	4.00	2.33
Italy	6.25	6.00	3.38	---
Russia	6.30	5.25	3.50	2.60
Turkey	6.60	4.10	4.33	4.37

This table doesn't prove too much except the resiliency of a country, that is, how well a country fares with increasingly poorer players. Among the top ten, countries fare very well, of course, but it really didn't matter which country! As you go down the line, however, different countries start weakening and bigger gaps shows. Turkey showed the greatest amount of defensive strength by holding out even with the worst players! Remember, however, that these figures have significance only because they are broken up into groups and because the bottom group of those not in all three rounds are not included. Otherwise, everything would average

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DIPCON TOURNEY, CONT.

out closer to the correct figures. But I don't this would be significant in any case. What cannot be told by this table is how each country fared center count-wise.

I took the center counts for the third round games as given by Calhamer and came up with the following totals:

	Tot.	Avg.	#	Cal Avg.
Austria	29	4.83		4.66
England	24	4.00		4.00
France	51	8.50		8.50
Germany	16	2.66		2.41
Italy	32	5.33		4.83
Russia	25	4.16		4.50
Turkey	30	5.00		5.00

The third column is the average adjusted score by the Calhamer Projected method. As You can see, it varies on some results, but in general, the stronger countries do better (the ones historically accepted as stronger countries and from which game results the projected results are figured from). This method would be fine if past historical game results are accurate, but the closeness of the countries in the top ten, though not of center count, would indicate a much better average for all seven powers. The other weakness is that the so called weaker countries can actuall win a game and so who's to say that Italy with 5 centers won't win the game instead of coming out with an average of say 6?

Just using the figures for the third round alone as relative country strength per center count would be inaccurate. You have to consider the cumulative experience during the tournament. If players in the second round remember France winning in the first, there would be a reaction to some degree against France, in the second round. So, only by taking the entire tourney will we get any significantly accurate conclusions.

The weakness of averaging the placing is obvious: If Austria did 8,5,4,3,2,1 in the first round, then the 8 gets a 7. But if Germany did 4,3,3,2,2,1,0, then the four would get a 7. Is 8 equal to 4? So, the main function of the averages for each group of players is proving the resiliency of a country or the relative ease to do well.

Well, that's about it. I am too tired to do anymore thinking on this. We all must wait until the results of all rounds are printed, probably in El Conquistador. Then, we shall see about how the countries fared center-count-wise.

#end#

A.B.L.T. ON RYE IN LEBANON

This is the first public announcement of my activities, at least under my true name. Not until today could I dare, or would I dare, reveal the truth to Diplomacy players everywhere. At this point in time, however, my position is unassailable. So, I asked myself, 'why not be honest?'

I have a confession to make (and I can make it because you can't PROVE anything). With this announcement I become a murderer! Tut, tut, gentle reader, this is not the type of murder you think it is. It is not the blood, guts and gore type so popular in today's movie houses. No, it is of a more subtle genre. I am killing a myth, and its name is Buchanan! ...of course I created the myth, so killing it is a right that I possess, I suppose.

It all began years ago in the mists of Postal Diplomacy antiquity. I knew that someday Diplomacy would be THE game to play. I knew chess and backgammon would come and go, and now as Diplomacy begins is astronomical logarithmic growth phase, I AM IN CONTROL!

My first attempt at control is still alive, of course, if you can call life what I have left it. He was the beginning of the hobby and to him I gave impetus and direction. But he became too controversial. He was not loved by the masses (and true control can only be obtained by love or fear). My straw man would rise only to be shot down again and again--most often by that busy body Rod Walker! So I decided that a non-publisher of fantastic skill and unimpeachable fame would be my best surrogate. Yet again fame slipped from my grasp. Rod Walker, CURSE HIM WITH VILE CURSES, exploded by new would-be God of Diplomacy (and even took the title unto himself!!). Yet, I was undaunted! I would make a more subtle effort while attacking again from a new vantage point.

In late 1970 I moved to Lebanon, Indiana. It was a small town of quiet people and my 6' 8" frame did stand out, I must admit, but there I could assume the role I wanted. A mild-mannered, loveable type of person was created. Quiet and unobtrusive (except for stature), but uncommonly brilliant! This was the creation of the first Buchanan, Walter! Then, to aver attack by Rod Walker (\$#!*%), I reused both of my first and second imposters. The ploy was called The Diplomacy Association and John Boardman and John Beshara my characters! Walker jumped at the bait--cackle!! In the meanwhile my bumpkin character slowly, but inexorably,

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LEBANON, CONT.

grew in fame and splendor. His word became a kiss of death (or the laurel leaf of fame) to those on whom he bestowed it! The guise was working perfectly! The archivist, the would-be super publisher, the player who has yet to lose a game, arose from the dust of the Indiana plains!

I was so pleased at the triumph of my 'walter buchanan' I decided to create a wife for the character, and a powerful weapon she became! I used her to cut, with incisive wit and stunning rhetoric, my own straw-man Beshara! What brilliance on my part! What (wheeze) inspiration!! My 'Carol-Ann Buchanan' became the perfect foil-alter ego-devil's advocate all rolled up in one tidy package!!!

All of my plans were ready, all my systems 'go'. The 1972 Diplomacy Convention would be the Coliseum in which I would throw the arab-Christian to the Lions! (What a glorious mixed metaphor!) It was a fantastic success (gurgle, snort)!!! I even took Rod Walker prisoner! No one suspected, least of all Walker. When I lured him back to the archives after the Convention!

No one suspect what I had done. No one would have ever found out either if it hadn't been for that meddling bozo Lakofka. That clod told everyone Walker was a prisoner in my archives. He revealed the secret passages of my underground bastion. (...for in my own smugness I was careless and led him to the Holy of Holies where Walker's body lay.) Lakofka told everything in his magazine, but (SHRIEK!) NO ONE BELIEVED HIM! (gurgle, cackle, chocke!) But I have dealt with Lakofka too. LD is silent.

So now I am in sole control of this hobby! I can reveal myself in all my ghastly splendor for you can do nothing at all without destroying your precious hobby. The archives are safe under my care and are well guarded. I can tell all of you of my identity.

I AM BANGS LESLIE TAPSCOTT!!!

A/F CARLISLE TO CHICAGO, or, Something Funny Happened to Us Along the Way to the Annual Diplomacy Convention!
By John Boyer with assistance from Howard Mahler.

It was Wednesday evening just after the sun set when the black, sleek bus drew up to the sleepy Hotel Benjamin Franklin in quiet (dead quiet) town of Carlisle, Pennsylvania. The single traveler to get off the bus was

none other than Howard Mahler, the infamous Mahler of 1972AZ fame. A secret meeting was made with John Boyer, the famous publisher from Castle Impassable in Carlisle. The two talked behind a tree and then walked to the greyish white VW. The VW roared to life as the two geared into motion for Castle Impassable. Down five miles of treacherous roads, all the time becoming steeper and higher, the VW wheezed to a halt in front of the door. The electronic device caught the high beam of the car and lowered the drawbridge. The VW scooted over just in time as the door quickly was hauled up tight against the dark stone walls.

Inside, the two travelers made for the large hall. There, the Castle servants hurried and scurried around in fear to serve them. Count Boyer, as he is known in these parts, was well feared by the people of Carlisle. His word could whip anyone dead if he chose to do so. Mahler, his special guest for the macabre trip to Chicago, was also well known as a sorcerer from the big city of New York.

The meal was quick and somber which was followed by a brief inspection of the dungeon. There, behind the ancient oak door, the headquarters of Chapel Hill Publications (named by the Count as a joke) was revealed in all of its gory glory to the Sorcerer Mahler. For the servants who dared to live at the Castle (for more pay, whatelse?), it was a horrible night of screams, agony breaking bones, and of mysterious black magic.

The night was a long one, but when the sun rose above the distant hills, the beginning of the trek to Chicago was at hand. But! Behold! The two travelers were no longer themselves! For with black magic they had disguised themselves as ordinary Diplomacy nuts! As everyone knows, a dippy nut walks in a peculiar fashion and can be found near by whenever a dippy board is spotted. When talking, a dippy nut can persuade a bird to swim and a fish to fly! Alas, the wicked duo were ready!

The black VW, previously noted as a greyish white since that was its color for the trip, again roared into life and the motor purred with satanic power! The two wizards hopped into their vehicle and made for Lebanon, Indiana, to the famous, but secluded Hold of the Buchanans!

The trip took about 10 hours and all the tricks in their bag could not easily find their way to the Hold of the Buchanan's due to the black veil of secrecy the Witch has

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THE TRIP, CONT.

laid upon the Hold. Mahler tried his tricks and Boyer tried his magic, both to no avail! So, in desperation, the duo used the local phone to contact the Hold for directions.

"Hey Walt," said Mahler, "Why do you let the Witch put so much secrecy over the Hold?"

"I'll have to talk to her about that, Howard," he replied, "she has always been sensitive about doing everything in Diplomacy World and not getting any of the credit."

"Shh," whispered Howard, "Don't say that again!"

The discussion was ended when Walter found Carol's black book and gave Howard the anti-dote spell. Casting it into the heavens, the spell of secrecy broke allowing the two, tired travellers to roll into the massive Hold of the Buchanans.

When the arrival was announced to the Hold, the lights on the outside buildings lit up showing a crowd of people running out. Among them was the one and only infamous Beyerlein, known in the backwoods of Washington as that California eco freak. He walked up to the car even before the duo was able to get out and asked, "What kept you guys?" We said in deathly snort, "It ain't easy finding a needle in a haystack." I added, "What with that spell, what did you expect? A miracle?"

So, Mahler and Beyerlein walked into the Main Building of the Hold of the Buchanans to talk over some secrets of their own. I went to see the Hold's Ruler, Walter Buchanan himself.

With Mahler and Beyerlein huddled in a dark corner, I turned to Walt and asked him,

"Well, we made it, but why does your Witch keeps putting spells over Lebanon? We had a bad time trying to find the Hold!"

"Ah yes, well, I'll talk it over with Carol, but I can't make any promises!" Walt was cut short by the flowing, smooth entrance made by the Witch Carol Ann. Far and away she is feared for her spells. We all stood up when she entered the room carrying Prince William.

"Gentlemen, I see you are all gathered together." She gave me and Howard her long and searching look of her eyes. I had been warned about her eyes and so had prepared myself with a spell, but I wasn't sure about Howard--he sort of looked glassy for a moment.

Suddenly, my attention was taken by the outburst of gibberish from the dark corner where Beyerlein and Mahler were sitting.

"You mean you aren't Phillips in 1970BJ?" Mahler was quite surprised. He should have known better since Doug was a famous master

of disguise.

To help him in his bad situation I asked Walt to take Howard on the grand tour of his Archives. Walt said sure enough and so Howard was out of my way while I did my own researches.

Howard Mahler, unknown to myself, had been planning a long time to see the famous Hoosier Archives and he had planned for a really big crime. But, he hadn't thought of the Archives triple set of defense mechanisms.

The tour would begin in the back room where the secret ditto machine was kept. It is no longer much in use, but it stands there as a monument to past history. The first set of protection for the immensely valuable archives was the electronic door which scanned all papers on a person's bodies and was proofed against all spells and magic--such was the power of pure science!

Howard didn't think of taking any paper in with him and so this would soon lead to his discovery.

Down the elevator to the first sublevel at 200' below the ground they went. The steel doors open to give them view of the vast hall to the Archives. It took Howard's breath from him.

"My, my, you sure have a big archives, Walt!"

"Yes, did you know that there is a total of 13 levels, 13 steel doors, 13,000 copies of diplomacy zines, 130,000 stones to build the 13' thick walls?"

"No, I didn't!" Howard sounded faint.

"Well, let me take you directly to the vault of all vaults!" Walt was going to show Howard the greatest of all of his prized possessions!

Down to the end of the hall, they took a left turn and walked for 13 feet before they came to a mysterious door. That is, no one has yet been able to analyze it and the material has voided many attempts at boring through via scientific means or of breaking through with magic. It was known that Walt was a master of science and since the Witch Carol was powerful in spells, it has been frequently suggested that the two of them have built the perfect door.

Without being noticed, Walt opened the door and Howard gasped with amazement.

"In all my borned days I never saw a door such as this, Walt!"

The two went into the small 20 by 20 feet vault. It was lighted with an eery green light.

"This is the Green Vault, Howard, it is the hardest room to get into and it is our (cont. next page)

THE TRIP, CONT.

strongest protection against theives of all kinds. This is where Graustark #1 is located.

Howard was simply stoned by that last statement for here was the prize he was after! If he only could get his hands on it!

"Let me show you the copy," Walt said. Holding it up to Howard's view, he thought a moment and then gave it to Howard to read. A bell from out of nowhere rung in impatience.

"Oh, Carol is calling me, please excuse me for my inhospitality, Howard, I will return shortly."

This was the moment Howard was waiting for. Ever since the very beginning when he heard about the great magical powers of the Grau, he planned and connived to get it. He had sold his soul again for a great secret spell and sent it to Boyer so that Boyer would take him along to Indiana to the Hold of the Buchanan's. He had used spells to fake his innocence with Beyerlein, he was now ready to take this Grau for his very own. Mumbling quietly, he spelled out his latest and newest and most powerful spell! Then, Graustark #1 turned a pale blue, then a pale red, then a pale white and then it started fading! But a great roar of noise hit Mahler from the walls for the walls had been sensitized against all spells! With a resounding crash, the door closed upon Howard and he was locked in the Green Vault.

Upstairs, in the Main Room of the Hold, Walter Buchanan smiled cruelly.

"Ah, just as I thought, Carol, they all come and they all try to take Graustark #1!"

"Yeah," I said, "So, you caught me last year and so you caught Conrad the Blackheart last year; and now you have caught Howard, are you satisfied your Green Vault is impregnable?"

"NO!" Walt went down the elevator to retrieve poor Howard. I don't know what went on between them, but when Howard reappeared he was quite a different character!

Walt was his old self again and a most charming host to us all. He proposed that we begin putting together the annual book on diplomacy magic. We agreed and put together, with some help from Prince William, about 3,000 copies. However, Walt, that sly fox, had his small son appear naked and thus provide him with an excuse for leaving us to the task of putting together the 3,000 copies. Do you know how much work it is to staple 3,000 copies! Even with our spells we still had to do physical work!

With the 3,000 copies put together, Walt showed up in the Great Hall of the Hold with the Witch Carol and Prince William. He told us about the plans for the next day. He said that we must strictly observe the human customs and that no magic was to be used. Reluctantly, we all agreed to behave and to act as normal human beings. With that done, we all went to bed for the night.

Bright as the sun shone across the fields of Indiana, it did not equal the furious activity of the company in their preparations for the final trek to Chicago--Chicago! The Mecca for all Diplomacy Players! Ah! The big, fair city of the Mid-West! Chicago!

However, our host Walt had just to show us the grand tour of Lebanon, Indiana.

"Really, John," said Walt in his pleasing voice which some say had the power to captivate peoples' minds, "I'm sure you'll find Lebanon quite up to date with the rest of the country. My efforts to insert science and technology into the local economy has succeeded far beyond my expectations!"

"What do you mean by that, Walt?" I asked him, "Outside of your Hold, Lebanon looks like any other average Mid-Western American town."

"That's exactly it, John! Who would suspect that my precious archive collection would be here in Lebanon, Indiana?"

I had to admit that he was right and with the Witch's spell of secrecy over the hold, his place would be hard to find!

Walt interrupted my train of thought, "Okay, gang, are we ready for Chicago?"

We all said yes so Walt then said, "But first, we have to look up the local builder and some houses." As it turned out, the grand tour took about 1 full hour as we drove from one side of the town to the other. Looking at houses was becoming quite a bore when Walt stopped and walked to our VW.

"Well, the tour is over and we have our information. We will now go back to the Hold."

"Say Walt, how come you look at these human houses, surely your Hold is more magnificent than that crap?"

"You underestimate me, John, we have to fool these people into thinking we are human as they. So, we're going to build another home and use it as a decoy."

So, another of Walt's brilliant ideas became clear. It was certainly clear why Walt was considered number 1 in the art of deceiving!

(to be continued!)

1974 CALHAMER AWARD RESULTS

I do not have the count of votes, but I do remember enough to know who won what. It was made easier in that respect by the simple fact that the English took every category they were in as candidates which left only two categories they didn't win. So....

OUTSTANDING PUBLICATION: Dolchstoss
 OUTSTANDING GAMESMASTER: Richard Walkerdine
 OUTSTANDING ZINE DEVOTED MOSTLY TO VARIANTS:
 Hannibal

OUTSTANDING SINGLE PRESS RELEASE:

"The French Cricket Team in Trieste"
 (Richard Sharp)--1973BG, War Bulletin #50,
 p. 7.

OUTSTANDING PRESS SERIES:

Bond Series (Richard Sharp), 1973DI,
1901 And All That.

OUTSTANDING GAME OF REGULAR DIPLOMACY:

1973BI (Hoosier Archives, DIPLOMACY WORLD)

OUTSTANDING VARIANT GAME:

BDC-33V (Third Age), Fifth Column

OUTSTANDING PLAYER:

Andy Davidson

((As I understand it, Andy has never won a postal game))

MCCALLUM AWARD FOR MERITORIOUS SERVICE:

Richard Walkerdine

OUTSTANDING VARIANT:

Intimate Diplomacy

((As I understand it, this is merely having two gamesmasters play each other in 2-player Diplomacy for all readers to see))

OUTSTANDING NEW ZINE:

Diplomacy World

It was discussed at the General Meeting of IDA to split up the C.A. for each region of the world which wants its own candidates. I think this will happen, and I offered myself to do the U.S. C.A.

ABOUT ALL THOSE BALLOT FORMS

This issue we are trying to get in all the ballots now being floated around the hobby. Please note that the deadline for two of them are very close and so if you want to be included or counted send it in to the correct people right away--it won't hurt to use airmail. Also, please note that it will not cost you anything to have your postal history included in Who's Who. It only costs you money to buy a copy. Some may wish not to pay \$3.00 but would like their names and history in the edition.

THEM CHESS GAMES?

Well, here we are and this time we do have some moves for you to report!

Game #1: White--Harbor, Black--Bisher
 13. QRP-QR4 RXP
 14. QBP-QE4* . . .

Game #5: White--Bisher, Black--?????
 1. P-Q4 N-KB3
 2. P-QB4 P-K3*
 3. . . .

Note to question: No, I still use notation instead of algebraic because I find notation easier to use since I have never bothered to become proficient at algebraic. Also, I'm typing this fast and don't want to have to translate--also, I think all players know notation, but not algebraic.

The following is a printing of the game played between Bisquier (White) and Boyer (Black) during a simultaneous in which Grandmaster Bisquier played approximately 20 players. Boyer's only consolation was that he was the last to finish (lose).

WHITE (Bisquier)	BLACK (Boyer)	WHITE	BLACK
1. P-QN3	P-K4	22. P-B6	B-R1
2. B-QN2	N-QB3	23. K-Q5	P-KR4
3. P-QB4	P-QN2	24. K-N2	P-R5
4. P-KN3	B-QN2	25. P-R4	R-N3
5. B-KN2	P-Q3	26. R-B5	K-K3
6. N-KB3	N-KB3	27. QR-B1	P-R3
7. O-O	P-KN2	28. R-R5	PxP
8. P-Q4	RxP	29. PxP	R-KN1
9. NxP	NxN	30. R(1)-KR1	R-N1
10. BxP	R-QN1	31. R-R8	RxR
11. QxQP	RxB	32. RxR	P-N4
12. QxN	QxQ	33. PxP	PxP
13. BxQ	R-KM1	34. K-B3	K-B4
14. N-QB3	K-Q2	35. P-N4+	K-K4
15. P-K4	K-K3	36. P-N5	PxP
16. B-Q4	P-QB4	37. PxP	K-B4
17. B-K3	B-N2	38. B-B4	R-R1
18. QR-B1	K-K4	39. N-K3	K-K3
19. P-B4+	K-K3	40. K-K4	R-K1
20. P-B5+	PxP	41. N-Q5	R-H1
21. PxP	K-Q2	42. B-Q2	R-H1

I have not looked at this game for some years, but I think the notation has been corrected. I do not know on which move, but when he was able to sit down at my game (all others having been defeated), my game went kaput despite the fair position because I cracked under the strain of emotional worry. Next time I might print my postal game with (cont. next page)

CHESS CONTINUED

William Lombardy, another Grandmaster, but an international grandmaster! That game I also lost (of course) in about 30 some moves without losing a single piece. I resigned rather than fall behind materially because I also was getting into a bad situation: he was going to queen a pawn unless I gave up a rook or my queen! Very interesting loss.

IMPASSABLE PUZZLE #31

An old wine maker has a cask half full of 3 year old wine and another cask twice its size which is one third full of 3 year old wine. If both casks are filled with 1 year old wine and their contents are mixed, what part of the mixture is 3 year old wine?

Answer in next issue.

POLAND, PART ONE
from Columbia Desk
Encyclopaedia

POLAND, Pol. Polska, republic (120,359 sq. mi.; pop. 24,976,926, incl. former German territories placed under Polish administration in 1945), E central Europe, between the Baltic Sea (N) and the Carpathian mts. (S); cap. Warsaw. It is mostly a lowland but rises to 8,210 ft. in the Tatra group of the Carpathians. Chief rivers: Vistula, Oder, Warta, Western Bug. Largest cities: Warsaw, Łódz, Cracow, Poznan (Poland proper); Breslau, Danzig (formerly German). Largely agr. and forested, Poland also has important coal and

ore mines (esp. in Katowice area); large salt deposits; some petroleum. Chief industries: metallurgy, textiles; Majority religion: Roman Catholicism. The Slavic Poles were united (10th cent.) by the PIAST dynasty. The early Piasts vastly increased their domains, but the kingdom split in 1138 and was fully reunited only in 1320. The TEUTONIC KNIGHTS defeated at Tannenberg (1410), accepted Polish overlordship in 1466. In 1370 the crown passed to Louis I of Hungary. His daughter Jadwiga married the grand duke of LITHUANIA who as Ladislaus II of Poland founded the JAGIELLO dynasty (1386-1572). The Polish-Lithuanian state, mightiest of E Europe, was fully merged in 1569 (Union of Lublin). Under the Jagiellors, Poland reached its political and cultural zenith. At the same time, under pressure of the gentry, the kings conceded extraordinary powers to the diet; any single deputy to the sejm (lower house) could dissolve the diet. This practice (liberum veto) was recklessly applied after 1572, when Poland became a "royal republic" with the entire nobility taking part in the royal elections.

(to be continued)

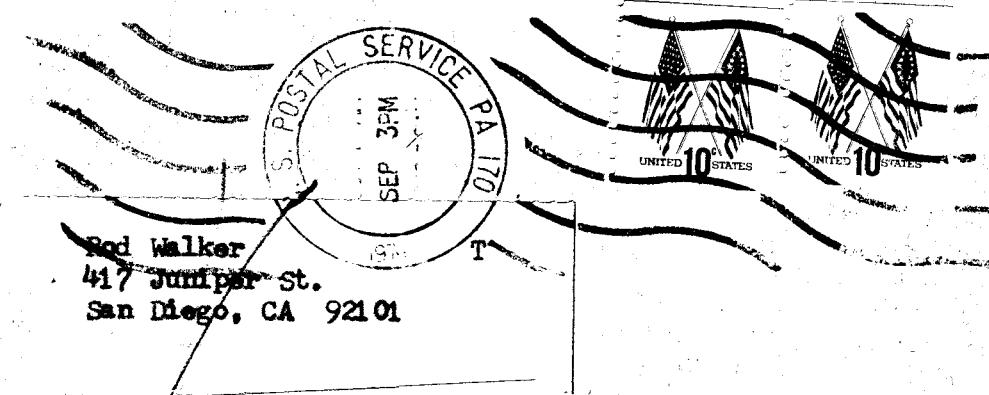
FAMOUS QUOTES

The inevitableness, the idealism, and the blessing of war, as an indispensable and stimulating law of development, must be repeatedly emphasized. --Bernhardi--Germany and the Next War

The essence of war is violence. Moderation in war is imbecility. --Lord Fisher

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